ECE 2	Curricu	ılum Map
Otr	1	

Grade/Course:	11 & 12 th grade/ECE 2
•	Text: Creative Activities & Curriculum for Young Children

Topic/Time Frame (days)	Chapter and	Learning Targets	Vocabulary	CCSS
	Sections/Resources			Standards
		Knowing and understanding the multiple	Creativity	11-
		influences on development and learning	Convergent	12.RI.4.10
Fostering Creativity:	Chapter 1: The Concept		Thinking	
Theoretical Basis	of Creativity		Divergent Thinking	
3 days			Soft Thinking	
		Knowing and understanding young childrens	Analytic	11-
Fostering Creativity:		characteriscs and needs.	Differentiated	12.RI.4.10
Theoretical Basis	Chapter 2: Promoting		Instruction	
2 days	Creativity		Holistic	
			Intergrated	
			Curriculum	
			Right Brained	
			Left Brained	
		Involving families and communities in their childs	Aesthetic	11-12.SL-1
	Chapter 3: The Concepts	development and learning	Development	11-12.W.7
Fostering Creativity:	of Aesthetics		Aesthetic	
Theoretical Basis		Using a broad repertoire of developmentally	Experience	
3 days		appropriate teaching/learning approaches.	Aesthetic Learning	

		Knowing and understanding the multiple	Aesthetic Sensitivity	11-
Fostering Creativity:	Chapter 4: Promoting	influences on development and learning.	Contrast	12.RI.4.10
Theoretical Basis	Aesthetic Experiences		Rhythm	
2 days				

Mathematics Curriculum Map	Grade/Course:
Qtr1_& 2	Text:

Topic/Time Frame (days)	Chapter and Sections/Resources	Learning Targets: Know/Understand, Do, Apply	Vocabulary	CCSS Standards
Planning & Implementing Creative Activites 3 days	Chapter 5: Children Teachers and Creative Activities	Knowing and understaning effective strategies and tools for early education.	Activity Pattern Aspergers Syndrome Attention Span Blooms Taxonomy Common Core Standards	11-12.W-2
Planning & Implementing Creative Activites 3 days	Chapter 6: Creative Environments	Using developmetal knowledge to create helahty, respectful, supportive and challenging learning environments.	Activity centers Interest Centers Personal Space Traffic flow	11-12.W-2 11- 12.RI4.10

Planning & Implementing Creative Activites 2 days	Chapter 7: Play Development and Creativity	To develop initiative, teachers encourage children to choose and plan their own learning activitres.	Associative Play Cooperative Play Free Play Imaginitive Plan Onlooker behavior Organized play Parallel play Solitary play	11- 12.RI.4.10
Planning & Implementing Creative Activites 2 days	Chapter 8: Using Technology to Promote Creativity	Using developmental knowledge to create healthy, respectful, supportive and challenging learning environments.	Blog Communication Sites Personal Learning Network Wiki	

Topic/Time Frame (days)	Chapter and Sections/Resources	Learning Targets: Know/Understand, Do, Apply	Vocabulary	CCSS Standards
Art & Development of the Young Child 3 days	Chapter 9: Art & Physical Mental Growth	Teachers consider what children should know, understand and be able to do across the domains of physical, social, emotional and cognitive development.	Cephalcaudal Development Executive Functions Fine Motor Gross Motor Proxomodistal Development	11-12.W-2
Art & Development of the Young Child 3 days	Chapter 10: Art & Social Emotional Growth	Knowing about and understanding diverse family and community characteristics.	Actualizing Tendency Erik Erikson Self Actualization Social-Emotional Growth	11-12.W-2 11- 12.RI.4.10
Art & Development of the Young Child 3 days	Chapter 11: Developmental Levels of Art	Knowing about and using observation, documentation, and other appropriate assessment tools and approaches.	Controlled Scribbling Basic Forms Random Scribbling Pictorial Stage Portfolio	11- 12.RI.4.10
The Early Childhood Art Program 3 days	Chapter 12: Program Basics	Using developmetal knowledge to create helahty, respectful, supportive and challenging learning environments.	Brush Painting Scrap art Toddler appropriate art activies	11- 12.RI.4.10 11- 12.RST3

Topic/Time Frame (days)	Chapter and Sections/Resources	Learning Targets: Know/Understand, Do, Apply	Vocabulary	CCSS Standards
The Early Childhood Art Program 2 days	Chapter 13: Two Dimensional Activities	Teachers arrange firsthand, meaningful experiences that are intellectually, and creatively stimulating, by providing a rich variety of materials, challenges, and ideas that are worthy of the childs attention.	Brayer Collage Montage Monoprint Mural	
The Early Childhood Art Program 2 days	Chapter 14: Three Dimensional Activities	Teachers are familiar with the understandings and skills key for that age group in each domain.	Assemble Dimensionality Paper Pulp Three dimensional	
Creative Activities for The ECE Curriculum 2 days	Chapter 15: Dramatic Play	Teachers organize the daily and weekly schedule to provide children with extended blocks of time in which to engage in sustained play, investigation, exploration and interaction.	Bag puppet Creative dramatics Dramatic play Modeling	
Creative Activities for The ECE Curriculum 2 days	Chapter 16: Creative Movement	Teachers carry out the curriculum through their teaching in ways that are geared to young children in general.	Creative Movement	

Topic/Time Frame (days)	Chapter and Sections/Resources	Learning Targets	Vocabulary	CCSS Standards
Creative Activities for The ECE Curriculum 2 days	Chapter 17: Creative Music	Teachers plan for learning experiences that effectively implement a comprehensive curriculum so that children attain key goals across the disciplinesincluding music.	Spiral Teaching Music elements Phrase-wise Whole song	
Creative Activities for The ECE Curriculum 3 days	Chapter 18: Creative Language Experiences	Teachers consider what children should know, understand and be able to do across disciplines including language and literacy.	Antibias curriculum Common Core Deficit perspective Inclusive Environment	
Creative Activities for The ECE Curriculum 3 days	Chapter 19: Creative Science	Teachers plan for learning experiences that effectively implement a comprehensive curriculum so that children attain key goals across the disciplinesincluding science.	Ecology Formal Science Next Generation Science Standards Incidental Science Informal Science STEM STEAM	
Creative Activities for The ECE Curriculum 3 days	Chapter 20: Creative Mathematics	Teachers carefully shape and adapt the experiences they provide children to enable each child to reach the goals outlined in the curriculum.	Cardinal Number Classification CCSSM NCTM comparing	

Topic/Time Frame (days)	Chapter and Sections/Resources	Learning Targets: Know/Understand, Do, Apply	Vocabulary	CCSS Standards
Creative Activities for The ECE Curriculum 2 days	Chapter 21: Creative Food Experiences	To extend the range of childrens interests and the scope of their thought, teachers present novel experiences and introduce stimulating ideas, problems, experiences or hypotheses.	Organic Natural Products	
Creative Activities for The ECE Curriculum 3 days	Chapter 22: Creative Social Studies	Teachers plan for learning experiences that effectively implement a comprehensive curriculum so that children attain key goals across the disciplinesincluding social CXscience.	Common Bonds Curriculum Multicultural Curriculum	